



The Backrooms

in: [The Main Nine](#), [Cluster I](#), [Survival Difficulty 1](#), [Levels](#)

Level 0: "The Lobby"

Survival Difficulty: Class 1

» **Safe**

» **Unsecure**

» **Devoid of Entities**

Level 0 is the 1st level of the Backrooms, and the first many initially encounter.

Description

Level 0 is an expansive non-Euclidean space, resembling the back rooms of a retail outlet. All rooms in **Level 0** share the same superficial features, such as worn mono-yellow wallpaper, old moist carpet, scattered electrical outlets, and inconsistently-placed fluorescent lighting. Aside from these common features, no two rooms within the level are identical.



The first known image of **Level 0**, posted to 4chan in May of 2019.

Your email address hasn't been confirmed. There should be a confirmation message in your inbox. If you need us to send a new one, please [click here](#). If you need to change your email, head to your [Preferences page](#).

✕ frequency. This escent lights, n inconclusive cannot be

Linear space in **Level 0** is altered drastically; it is possible to walk in a straight line, return to the starting point, and end up in a completely different set of rooms than the ones previously passed through. Due to this phenomenon, and the visual similarity between each room, consistent navigation of **Level 0** has proven very difficult. Devices such as GPS locators and compasses fail to function within the level, and radio communications are audibly distorted and often prove unreliable.

The most prominent threat in **Level 0** is the stark lack of available resources. As the fluid saturating the carpet has been deemed unsafe for human consumption, most are likely to perish before managing to find an exit due to extended dehydration, starvation, and exhaustion.

Entities

0:00 / 1:00

Level 0 is thought to be entirely devoid of life. To date, no interactions with other wanderers and/or entities during explorations have ever been recorded in the level. Consequently, this effect leads to colonies and outposts being infeasible to create.

Entrances and Exits

Entrances

- **Level 0**, and by extension, the Backrooms, can be accessed by accidentally noclipping out-of-bounds in **normal reality**.
- Noclipping out of certain levels may transport one to **Level 0**.

Exits

There are four currently known methods of exiting **Level 0**.

- A variety of factors will eventually cause the hallways to fade into **Level 1**.
- Noclipping through a wall will transport one to **Level -1**.

...to lead out into
Your email address hasn't been confirmed. There should be a confirmation message in your inbox. If you need us to send a new one, please **click here**. If you need to change your email, head to your **Preferences page**.
...to the **Manila**

[> Open Author & Licensing Information](#)[« Level List](#) | [Level 0](#) | [Level 1 »](#)**Backrooms Levels****[Expand]**

Your email address hasn't been confirmed. There should be a confirmation message in your inbox. If you need us to send a new one, please [click here](#). If you need to change your email, head to your [Preferences page](#).